

Listing of Claims

1. (Original) A method for emulating a two-button mouse-type computer input device, comprising steps of:

receiving a predetermined input generated by digitizing pen and a digitizing writing surface; and

displaying a user interface having a plurality of soft buttons in response to the predetermined input, the plurality of soft buttons providing selectable functionality of a two-button mouse-type computer input device.

2. (Original) The method according to claim 1, wherein the plurality of soft buttons includes a right-button function, a shift function, a control function and an alternate function.

3. (Original) The method according to claim 1, further comprising a step of receiving a user selection of at least one of the plurality of soft buttons.

4. (Original) The method according to claim 3, further comprising a step of hiding the user interface when the user selection of a selected soft button is received.

5. (Original) The method according to claim 1, wherein the plurality of soft buttons includes a bull's-eye function.

6. (Original) The method according to claim 5, further comprising steps of:

receiving a user selection for the bull's-eye function; and

sending a right-button event to an application displayed below the user interface in response to the user selection for the bull's-eye function.

7. (Original) The method according to claim 1, further comprising steps of:

starting an inactivity timer when the user interface is displayed; and

hiding the user interface when a predetermined amount of time elapses without receiving a user selection of at least one of the plurality of soft buttons.

8. (Original) The method according to claim 1, wherein the predetermined input generated by the digitizing pen and the digitizing writing surface is a predetermined in-air gesture made with the digitizing pen.

9. (Original) A computer-readable medium having computer-executable instructions for performing steps for emulating a two-button mouse-type computer input device, comprising:

receiving a predetermined input generated by digitizing pen and a digitizing writing surface; and

displaying a user interface having a plurality of soft buttons in response to the predetermined input, the plurality of soft buttons providing selectable functionality of a two-button mouse-type computer input device.

10. (Original) The computer-readable medium according to claim 9, wherein the

plurality of soft buttons includes a right-button function, a shift function, a control function and an alternate function.

11. (Original) The computer-readable medium according to claim 9, further comprising computer-executable instructions for receiving a user selection of at least one of the plurality of soft buttons.

12. (Original) The computer-readable medium according to claim 11, further comprising computer-executable instructions for hiding the user interface when the user selection of a selected soft button is received.

13. (Original) The computer-readable medium according to claim 9, wherein the plurality of soft buttons includes a bull's-eye function.

14. (Original) The computer-readable medium according to claim 13, further comprising computer-readable instructions for:

receiving a user selection for the bull's-eye function; and

sending a right-button event to an application displayed below the user interface in response to the user selection for the bull's-eye function.

15. (Original) The computer-readable medium according to claim 9, further comprising computer-executable instructions for:

starting an inactivity timer when the user interface is displayed; and

hiding the user interface when a predetermined amount of time elapses without receiving

a user selection of at least one of the plurality of soft buttons.

16. (Original) The computer-readable medium according to claim 9, wherein the predetermined input generated by digitizing pen and a digitizing writing surface is a predetermined in-air gesture made with the digitizing pen.

17. (Previously Amended) A stylus-based computing system, comprising:

a digitizing writing surface generating a predetermined output; and

a display displaying a user interface having a plurality of soft buttons in response to the predetermined output, the plurality of soft buttons providing selectable functionality of a two-button mouse-type computer input device.

18. (Previously Amended) The stylus-based computing systemmedium according to claim 17, wherein the plurality of soft buttons includes a right-button function, a shift function, a control function and an alternate function.

19. (Previously Amended) The stylus-based computing systemaccording to claim 17, wherein the digitizing writing surface receiving a user selection of at least one of the plurality of soft buttons.

20. (Previously Amended) The stylus-based computing system according to claim 19, wherein the user interface is hidden from view on the display when the user selection of a selected soft button is received.

21. (Previously Amended) The stylus-based computing systemaccording to

claim 17, wherein the plurality of soft buttons includes a bull's-eye function.

22. (Previously Amended) The stylus-based computing system according to claim 21, wherein the digitizing display receives a user selection for the bull's-eye function; and

wherein the stylus-based computing system sends a right-button event to an application displayed below the user interface on the display in response to the user selection for the bull's-eye function.

23. (Previously Amended) The stylus-based computing system according to claim 17, further comprising an inactivity timer that is started when the user interface is displayed on the display, and

wherein the user interface is hidden from view on the display when a predetermined amount of time elapses without receiving a user selection of at least one of the plurality of soft buttons.

24. (Previously Amended) The stylus-based computing system according to claim 17, wherein the predetermined output generated by the digitizing writing surface is a predetermined in-air gesture made with a digitizing pen.

25. (Previously Presented) The method according to claim 1, wherein said displaying step displays said user interface near a point of contact between said digitizing pen and said digitizing writing surface.

26. (Previously Presented) The computer-readable medium according to claim

9, wherein said displaying step displays said user interface near a point of contact between said digitizing pen and said digitizing writing surface.

27. (Previously Presented) The computer-readable medium according to claim 17, wherein said plurality of soft buttons is displayed near a point of contact between said digitizing writing surface and said input device. --.
